Subject: Re: Painter 2.0
Posted by mirek on Tue, 17 Feb 2009 11:06:27 GMT

Tom1 wrote on Tue, 17 February 2009 04:35Hi Mirek,

Painter 2.0 was a welcome enhancement. Thank you!

I recall you were earlier referring to a future CoreDraw and more. Could you outline the future you have planned for Draw and Painter interfaces?

Interfaces stay (with minor improvements / fixes).

The goal of CoreDraw is to separate Draw from sytem. The main target is webserver like apps (which need graphics, in form of e.g. .png, but cannot use X11).

Quote:
As I understand it, currently the Draw interface can be used to render graphics on screen, images and printer using the hardware accelerated graphics of the system where available.

Yes.

Quote:
Now, the Painter interface can be used to render graphics on ImageBuffers without hardware acceleration.

Yes, but I think people are generally puttin too much emphasis on "hardware acceleration". 2D works quite well (and in fact, in some cases even faster) without HW. MacOS X since recently was using only sw rendering of 2D graphics and nobody complained...

Quote:
Is there a plan to create a Painter interface for Windows GDI and X11 accelerated graphics?

No, does not make sense. WinGDI and X11 are not good enough.

In theory, we could consider OpenGL / DirectDraw...

Quote:
  How about for printing on Linux or BSD?
// Tom

AFAIK, works.

Mirek